

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim1 (Currently Amended): A gaming machine comprising:
data reading means for reading game ~~initial data or game history~~ data from a token with built-in IC chip; and

data transmission means for transmitting the game ~~initial data or the game history~~ data being read out by the data reading means;

wherein the data reading means comprises an upward-facing recess configured such that the token with built-in IC chip is fitted into the recess.

Claim 2 (Currently Amended): The gaming machine according to Claim 1, further comprising:

stop signal reception means for receiving a stop signal so as to stop commencement or progress of a game; and

game stop means for stopping the commencement or progress of the game based on the game ~~initial data or the game history~~ data utilizing the stop signal received stop signal.

Claim 3 (Currently Amended): The gaming machine according to Claim 2, wherein the stop signal is transmitted depending on a degree of difference between pre-recorded data and the game ~~initial data or the game history~~ data transmitted by the data transmission means, the pre-recorded data and the game ~~initial data or the game history~~ data being compared with each other.

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Claim 4 (Currently Amended): A server system for managing a game being used for a computer network, including comprising:

at least one gaming machine comprising data reading means for reading game ~~initial data or game history~~ data from a token with built-in IC chip; and

the server comprising:

data acquisition means for acquiring the game ~~initial data or the game history~~ data being read out by the data reading means of the gaming machine; and

data storage means for storing at least the game ~~initial data or the game history~~ data being acquired by the data acquisition means;

wherein the data reading means comprises an upward-facing recess such that the token with built-in IC chip is fitted into the recess.

Claim 5 (Currently Amended): The server system for managing the game according to Claim 4, further comprising:

data comparison means for comparing the game ~~initial data or the game history~~ data being acquired by the data acquisition means with pre-recorded data being ~~previously~~ stored by the data storage means; and

game stop signal transmission means for transmitting a stop signal to the gaming machine in order to stop commencement or progress of the game ~~in accordance with the game initial data or the game history data being acquired by the data acquisition means~~ in a case where identification data included in the game ~~initial data or the game history~~ data having been acquired by the data acquisition means is not found in the pre-recorded data being ~~previously~~ stored in the data storage means after comparing in the

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comparison of the game initial data or the game history data with the pre-recorded data
being previously stored.

Claim 6 (New): The gaming machine according to Claim 1, wherein the data reading means further comprises another upward-facing recess configured such that another token with built-in IC chip is fitted into the other recess, thereby allowing two tokens with built-in IC chip to be simultaneously used.

Claim 7 (New): The gaming machine according to Claim 1, wherein an action figure is attached to the token with built-in IC chip.

Claim 8 (New): The system for managing the game according to Claim 4, wherein an action figure is attached to the token with built-in IC chip.

Claim 9 (New): A gaming machine utilizing a token with built-in IC chip, comprising:

an information reader, which reads game data from the token with built-in IC chip; and

a data transmitter comprising an interface circuit, which transmits the game data read by the information reader;

wherein the information reader comprises an upward-facing recess such that the token with built-in IC chip is fitted into the recess.

Claim 10 (New): The gaming machine according to claim 9, wherein the

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information reader further comprises another upward-facing recess configured such that another token with build-in IC chip is fitted into the other recess, thereby allowing two tokens with built-in IC chip are simultaneously used.

Claim 11 (New): The gaming machine according to claim 9, further comprising:
a CPU;

wherein responsive to a stop signal received via the interface circuit a process for stopping the commencement or progress of the game is carried out by the CPU.

Claim 12 (New): The gaming machine according to claim 9, wherein the stop signal represents a degree of difference between pre-recorded data and the game data transmitted by the data transmission unit.

Claim 13 (New): The gaming machine according to claim 12, wherein the stop signal represents the degree of difference between identification data included in the transmitted game data and the pre-recorded data.

Claim 14 (New): The gaming machine according to claim 9, wherein an action figure is attached to the token with built-in IC chip.

Claim 15 (New): The gaming machine according to claim 9, wherein the gaming machine also utilizes an ordinary token without a built-in IC chip.

Claim 16 (New): A system for managing a game, comprising:

at least one gaming machine which reads game data from a token with built-in IC chip; and

a server which acquires the game data being read by the gaming machine, and stores the acquired game data;

wherein the gaming machine comprises an upward-facing recess such that the token with built-in IC chip is fitted into the recess in order to read the game data.

Claim 17 (New): The system for managing the game according to Claim 16, further comprising:

a data comparator, which compares the read game data with pre-recorded data stored at the server; and

a transmission device, which transmits a stop signal to the gaming machine in order to stop commencement or progress of the game in accordance with the game data acquired by the server in a case where identification data included in the read game data is not found in the stored pre-recorded data after comparing the game data acquired by the server with the pre-recorded data stored at the server.

Claim 18 (New): The server for managing the game according to Claim 16, wherein an action figure is attached to the token with built-in IC chip.

Claim 19 (New): The server for managing the game according to Claim 16, wherein the gaming machine also utilizes an ordinary token without a built-in IC chip.